

Glossary

BUNDLAR CMS

General Terms

Augmented Reality	Placing digital content such as videos, images, and models in real world space to provide contextual information to users.
Bundle	A collection of related Augmented Experiences that a user will access with a single access code. In the same way that a website is composed of several related webpages, a Bundle is made of multiple related Experiences.
Experience	A single instance of Augmented Reality. Each Experience has one trigger.
Asset	The digital content (such as 3D models, labels, or buttons) that makes up an Experience.
Trigger	Something in the real world that prompts an Augmented Experience to begin. Currently, we support two kinds of triggers: image marker and markerless.
Image Marker	A kind of trigger which launches an Experience when a user points their device camera at a specific 2D image in the real world.
Markerless	A kind of trigger which allows a user to launch an Experience on any flat surface. Formerly planar.

Bundle Projects

Folder	An organizational feature which allows you to group Bundles together. Folders are purely for your convenience, and do not affect Bundles or their content in any way.
List View	See and sort your Bundles in a table that includes their name, access code, and date created.
Card View	See your Bundles as tiles that include their name and publishing status. You can then sort the tiles by name, access code, or date created.

Experience Editor

General

Scene	A digital representation of the physical space. Arrange assets in the scene to adjust how they will appear when a user triggers an Experience.
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Marker	This tab contains the image or the GEO marker. In markerless Experiences, this tab is empty.
Layer	Layers control the visibility of assets. The base layer is always visible. Any additional layers will be invisible in the app until toggled by a button asset.

Asset Types

3D Model	Models that can be viewed or manipulated by the user.
Audio	Audio files that users can listen to while viewing an Experience. Audio players are represented in 3D space with a small marker called a tombstone.
Button	An image or 3D model that, when tapped by a user, can either open an external website, toggle a layer, launch another Experience, or view a file.
Image	Images that appear in 3D space.
Video	Videos that appear in 3D space.
Label	A small label that, when tapped by a user, contains more information about the image marker or asset that it is attached to.
Media Player	Image, audio, or video that displays in fullscreen, with the option to add additional text or links. Because it is fullscreen, a media player can only be added to an Experience which has no other assets in it.

Edit Asset

Position	An asset's location along the X, Y, and Z axes.
Rotation	How an asset is turned along the X, Y, and Z axes
Scale	The size of an asset. Typically, assets should be scaled proportionally, but it is possible to scale in a single dimension.
Layers	<p>An organizational grouping for assets which allows you to control their visibility. In the app, layers can be toggled with a button asset, allowing users to show or hide a layer. The first layer of an Experience will always be visible. Any other layers will default to invisible until toggled by a button. Layers are useful for presenting information gradually, or for creating a product tour.</p> <p>In the CMS, you can hide and unhide layers as you work to avoid clutter. Hiding or unhiding a layer in the CMS does not affect its visibility in the app. When you exit your Experience in the CMS, all layers will default back to unhidden.</p>

Chroma Key	A green screen effect. In videos, use chroma key to select the HEX color that you would like replaced. When a user views the Experience, any pixels with that color will be transparent.
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Editor Settings and App Settings

Trackpad Mode	Invert the left and right mouse buttons, so that left click will rotate and right click will pan.
Measure in Feet	In markerless Experiences, change the scale of the grid so one large square is equivalent to one square foot when viewed on the app. By default, one large square is equivalent to half a square meter.
Grid Snapping	Enable assets to snap to grid. Once enabled, you can customize the increment by which assets move.
Infinite Grid and Grid Radis	Changes the size of the visible grid on the screen.
Hot Keys	Allows you to edit keyboard shortcuts.
Render Info	Displays information about everything visible on the screen.
Experimental Features	Enable experimental features. Experimental features are under development and should be used with significant caution.
Asset Start State	How an asset will appear when the Experience launches. In Experiences with only a single asset, the Experience can be toggled to launch in fullscreen; once the Experience begins, the user will not need to continue pointing their device at the image marker.
Enable Position	Enable users to move 3D models while viewing an Experience.
Enable Rotation	Enable users to rotate 3D models while viewing an Experience.
Enable Scale	Enable users to scale 3D models up or down while viewing an Experience.

Experience Editor Scene Controls

Select Mode	On by default, allows user to select individual assets.
Multiselect Assets	Click to select multiple assets in the scene.

Position Asset	Change the position of a selected asset or assets.
Rotate Asset	Change the rotation of a selected asset or assets.
Scale Asset	Change the scale of a selected asset or assets.
Recenter Camera	Points the camera back at the center of the scene
Zoom In / Zoom Out	Zoom in or zoom out in the scene.
Enable snap to grid	Enables the setting that enforces assets to only be able to move, rotate, or scale in specific increments.
Switch Camera Mode	Switch between orthographic camera mode and perspective camera mode.
Toggle Orientation Tool	Show or hide the scene orientation tool.
Toggle Grid	Show or hide the grid in the scene.
Focus on Asset	Zooms in and centers on the currently selected asset.

Preview & Publish

Bundle Access Code	The code a user will type in to download your Bundle. Bundle codes cannot be changed or reused. One Bundle code will access one Bundle, which may contain many Experiences and triggers.
Bundle Access Type	Whether or not a user must log in to download a Bundle. There are three levels of access types: public, public with login, and private. Public Bundles can be downloaded and viewed by anyone with the access code or QR code. If a Bundle is set to public with login, anyone can still view, but they will have to sign in to the BUNDLAR app with their email first. Private Bundles are only viewable by specific users you designate.
Preview	Preview your Bundle to make sure it works as intended before you launch it publicly or push an update. You can test your Bundle on your own device, or invite others to preview via their email address.

Publish	Make your Bundle publicly accessible to anyone with the access code. If the Bundle is private, only users who have been invited will be able to access it.
Invite to Preview	Enter an email address to invite specific users to preview your Bundle before it is published.
Invite to Published Bundle	Enter an email address to invite specific users to access a private, published Bundle. These users will need to login in to the BUNDLAR app with this email address before viewing your Bundle.
Bundle Link	A link which when clicked on a user's mobile device will open the BUNDLAR app and fill in the access code. If they do not have the BUNDLAR app installed, the link will prompt them to download it from their app store.
QR Code	A QR code which when scanned will open the BUNDLAR app and fill in the access code. If they do not have the BUNDLAR app installed, the QR code will prompt them to download it from their app store.

Analytics

Viewers	How many unique devices have downloaded your Bundle.
Renders	How many times your Experience has been triggered.
Interactions	How many direct user interactions (such as manipulating a model or pressing a button) your Experience has received.

BUNDLAR App

Home Screen

Bundle access code	The unique code you must enter to access a specific Bundle. Access codes are assigned when a Bundle is published and cannot be reused or changed.
Download Bundle	Enter a Bundle code and tap "Download Bundle" to access the Bundle. Once downloaded, you can launch the Bundle again at any time, even without an internet connection.

Saved Bundles

Saved Bundles	Bundles you have previously downloaded to your device. These Bundles are accessible at any time, even without an internet connection.
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Clear cached Bundles	Deleted all your previously downloaded Bundles from your device. You can connect to the internet and download the Bundle again at any time, assuming it is still available.
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Preview Bundles

Preview	Preview your Bundle to make sure it works as intended before you launch it publicly or push an update. You can test your Bundle on your own device, or invite others to preview via their email address.
Login (Preview)	Because access to previews is restricted to those you have invited, you will need to log in before you can download a Bundle preview. Please note that an app account is different than a CMS account.

Viewing Experiences

Tray	The small menu at the bottom of the screen that appears when you open a bundle. In this tray you can view lists of the experiences in a bundle organized by experience type. To open a markerless experience, press the cube icon or click the experience and select View in 3D.
Plane detection	How the app finds flat surfaces (floors, walls, tables, etc) that a markerless experience can be placed on. Once you have selected a markerless or geo experience to view, pan your camera slowly from side to side. A dot grid will appear when the app has detected a flat surface.
Reticle	The small circle that appears when triggering a markerless or geo experience. The reticle helps you aim where you want to place the experience.